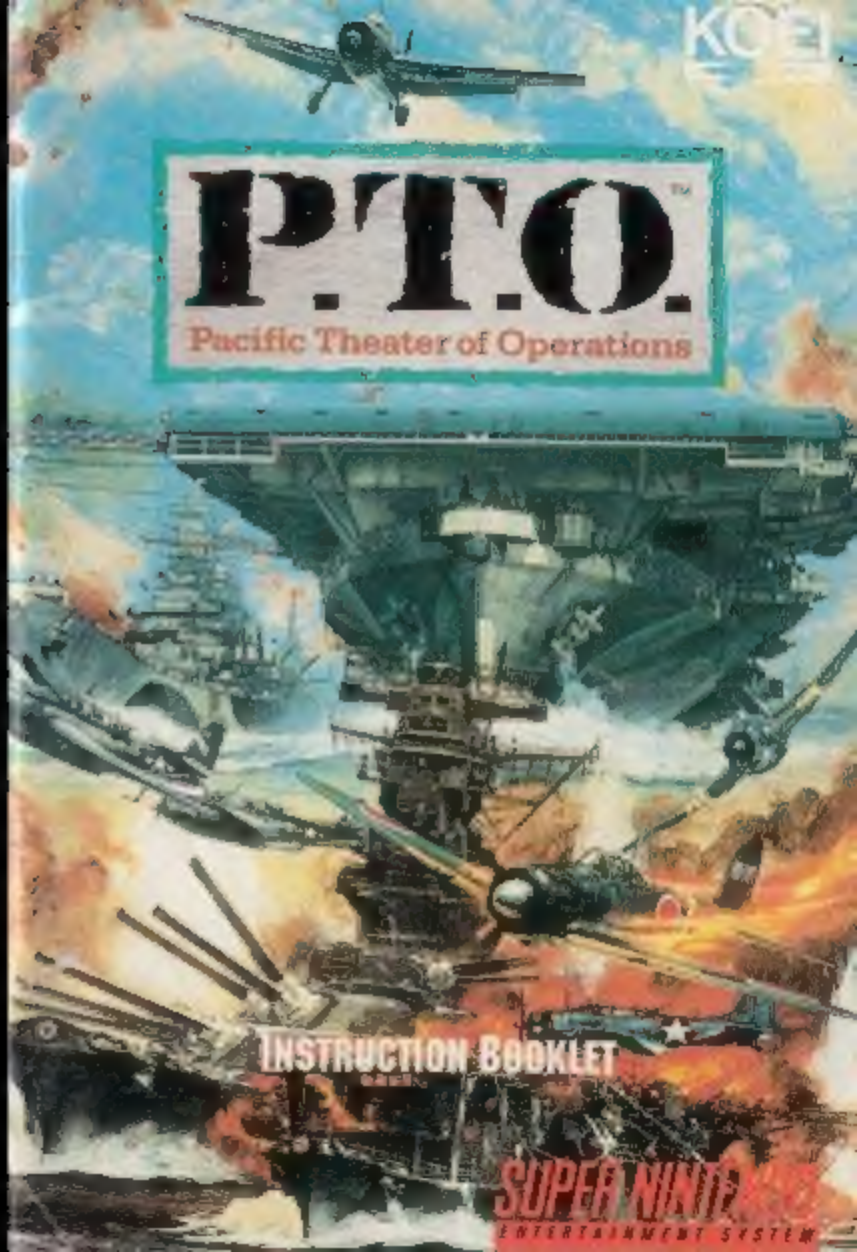
KOEI
P.T.O.
Pacific Theater of Operations
INSTRUCTION BOOKLET
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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P.T.O.
Pacific Theater of Operations

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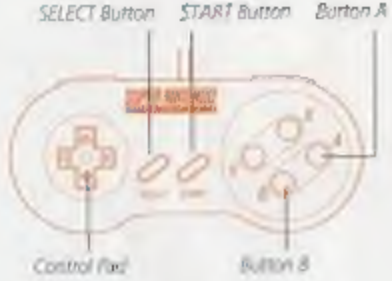
INTRODUCTION

P.T.O. is a WWII simulation on the Pacific. Relive this theater of war by either taking the side of the Japanese or Allied forces. As Naval Commander, you may control as many as 16 fleets. With direct control over the #1 Fleet, formulate a winning strategy to fulfill your military objectives.

Nine scenarios make up the entire Pacific Campaign with each one requiring specific goals for victory. Major battles at Pearl Harbor, Coral Sea, Midway, Solomon Islands, Marianas Islands, Philippine Sea and Okinawa are realistically simulated. Victory in one scenario will allow you to continue the game to the end. Ultimately, your goal is to either destroy all of the enemy's ships or occupy all 45 seaside bases.

Air, land and sea operations are at your disposal. Orders such as a landing invasion or the bombing of a base can be part of your overall strategy. Rely on history proven techniques or develop your own. Whatever your strategy, make sure victory is on your side of the Pacific!

CONTROLLER



Control Pad
- Scroll to select commands and sub-commands
- Mark positions for movement, attack targets and future reference
- Press left to answer Yes and right to answer No to Y/N questions
- Press left or right to access other info for data summaries

Button A
- Input commands and selections
- Answer Y to Y/N questions

Button B
- Cancel commands and selections
- Escape from maps and windows of information
- Access base data while at port
- Access information on #1 Fleet while at sea
- Answer N to Y/N questions

L/R Buttons
- Access map of the Pacific
- Return to a main command screen
- Scroll through additional screens of information
- Change speed of scrolling messages

SELECT Button
- Access the Options Menu from a main command screen

START Button
- Skip to Set-Up from the opening

Entering Names
A chart will be displayed from which you can create a name for an officer or saved game. Use the Control Pad to access each character. Button B will erase the last character inputted. After you've created your name, press **Start** to move the cursor to 'End' and then press A to finalize. A name may have a maximum of 12 characters.

Inputting Numbers
Press left and right of the Control Pad to select the digit and up and down to increase or decrease the amount. Pressing left inputs the maximum value while pressing right inputs the minimum.

KEY TO QUICK PLAY

STARTING

1) Insert the game pak
2) Turn the Super Nintendo Entertainment System ON
3) The P.T.O. opening will begin. Press **Start** to skip to game set-up
4) Select New or Saved Game and press A
5) Select a scenario
6) Select 1 or 2 player game and press A. The 0-player game will run a demo
7) Select command of Allied or Japanese forces
8) Answer game option questions (Message wait time, view of battle animation, view of fleet and base battles)
9) Select difficulty level, 10 is the most difficult
10) Confirm you are ready and begin

See **PORT**, **SEA**, and **BATTLE COMMANDS** for command explanations.

0-Player Game

The computer will play both sides. Before the game begins, you can adjust game options from the Options Menu. To stop a demo game, press the RESET button.

Saving and Quitting

Select 6. Save game from the Options Menu. Select a save location; all previous information at the location will be replaced with your current game. See Entering Names to create a name for a saved file. After saving, decide whether to continue or end your game.

Continuing a Saved Game

Select 'Play saved game' at the beginning of game set-up to play a previously saved game. Select a saved game to continue.

Distributing Budget Funds

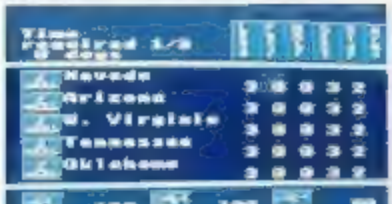
Press left on the Control Pad or use Button A to increase the funds allocated. Press right on the Control Pad or use Button B to decrease this amount. Up and down will allow you to distribute funds to different areas. When finished, press Start.

> **NOTE:** Each investment area has an investment multiple (X up). For example, set one unit of budget funds towards fuel and the fuel supply (Budget) will increase by 10,000.

Setting Officer Abilities

A new screen will appear with an officer's graphic and randomly scrolling numbers. Press any button to distribute ability points to an officer. 102 points will be distributed between the four ability levels. Confirm each officer's ability by pressing A or left on the Control Pad. The game will begin after the abilities have been set for all officers.

Supplying Your Fleets



Change items loaded on ships at the location of a cursor. Move the cursor to different items with the Control Pad and input an amount. Press A to view additional warships. Press B to access two additional screens to change the number of soldiers on transports and to set fleet fuel sufficiency.

Monitor Messages

Between command turns, the map screen will appear with teletype messages scrolling at the bottom. Occasionally, requests for assistance will arrive from other lands. Approve or reject these requests.

OPTIONS MENU

Press **Select** for options when at a main menu.

1) **Name change**
   Change an officer's name. Select an officer and then enter the new name from the character chart. See **Entering Names**.
2) **Wait**
   Set the message display time (1-10). The higher the number, the longer the message display time.
3) **HEX**
   Turn the display of fleet and base hex battles for fleets other than the #1 Fleet on/off.
4) **Battle animation**
   Turn battle animation on/off.
5) **Participation**
   Switch from a 1 to 2 player game or from a 2 to 1 player game.
6) **Save game**
   Save your game. Decide to quit or continue the game after saving.

> TIP: You can switch sides from a 1 player game. Select **Participation** and change to a 2 player game. At the command turn of the side you will quit, select **Participation** again and you will return to a 1 player game with you in command of the other side.

SCENARIO VICTORY CONDITIONS

Scenario 1 covers the entire Pacific Campaign between the Allies and Japan. War is yet to be declared. You set the strategy for your forces and target the first area of attack.

Scenarios 2 through 9 simulate famous sea battles. Playing any of these scenarios will quickly immerse you in battle. Victory differs according to each scenario. Fulfilling the original scenario victory conditions will allow you to continue the game under the victory conditions for Scenario 1.

Conditions for victory are displayed when you select a scenario in the opening setup. You can also verify these conditions during the game through **DATA-Victory Goal**. Only one of the listed victory conditions must be met.

Scenario 1	**Negotiations Breakdown**	**November 1, 1941**
Victory Both Sides:	1) Occupy all 45 seaside bases	
	2) Sink all enemy ships	
Scenario 2	**Attack on Pearl Harbor**	**December 8, 1941**
Victory Japan:	1) Sink at least 4 Fleet Aircraft Carriers	
	2) Sink at least 3 Battleships and 4 Cruisers	
	3) Occupy Hawaii	
Victory Allies:	1) Sink at least 4 Fleet Aircraft Carriers	
	2) Sink at least 3 Battleships and 4 Cruisers	
Scenario 3	**Battle of the Coral Sea**	**May 7, 1942**
Victory Both sides:	1) Sink at least 2 Fleet Aircraft Carriers	

Scenario 4	**Battle at Midway**	**June 5, 1942**
Victory Japan:	1) Sink at least 2 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 4 Cruisers	
	3) Occupy Midway	
Victory Allies:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 3 Battleships	
	3) Sink at least 3 Battleships and 4 Cruisers	
Scenario 5	**Battle of the Solomon Islands**	**August 8, 1942**
Victory Japan:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 6 Cruisers	
	3) Occupy Guadalcanal	
Victory Allies:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet or Light Aircraft Carrier and 6 Cruisers	
Scenario 6	**Battles in the South Pacific**	**October 26, 1942**
Victory Japan:	1) Sink at least 2 Fleet Aircraft Carriers	
	2) Sink at least 1 Battleship and 4 Cruisers	
	3) Occupy Guadalcanal	

Victory Allies:	1) Sink at least 2 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet or Light Aircraft Carrier and 2 Battleships	
Scenario 7	**Assault on the Marianas**	June 19, 1944
Victory Japan:	1) Sink at least 6 ships, including either a Fleet or Light Aircraft Carrier	
	2) Sink at least 3 Battleships and 6 Cruisers	
Victory Allies:	1) Sink at least 6 ships, including either a Fleet or Light Aircraft Carrier	
	2) Sink at least 3 Battleships and 6 Cruisers	
	3) Occupy at least two of these bases: Saipan, Tinian or Guam	
Scenario 8	**Battle for the Philippines**	Oct. 23, 1944
Victory Japan:	1) Sink at least 8 ships, including either a Fleet or Light Aircraft Carrier	
Victory Allies:	1) Sink at least 4 ships, including either a Fleet or Light Aircraft Carrier	
	2) Sink at least 5 Battleships and 8 Cruisers	
Scenario 9	**Okinawa Offensive**	April 7, 1945
Victory Japan:	1) Sink at least 4 Fleet Aircraft Carriers	
	2) Sink at least 6 Battleships	
Victory Allies:	1) Sink the Yamato Dreadnought Battleship	

CONDITIONS FOR DEFEAT

ONE PLAYER GAME

The game will end when:

1) Your #1 Fleet is destroyed
2) Enemy occupies all 45 seaside bases resulting in the loss of your Home Port
3) You are dismissed as Naval Commander. This is based on your success rating after returning to the Home Port.

TWO PLAYER GAME

Your game will end when the other player achieves victory conditions first or you meet the conditions for defeat.

PLAYING THE GAME

MAIN SCREEN OPERATIONS

When starting the game, the following screen will be displayed.

1) Commands
2) Date/Time, Weather
3) Fleet Data, Base Data (Home Port) Conditions; Map
4) Messages

The following icons display port strength:

Fighters

Jet Fighters

Bombers

Rockets

 Scouts

 Long-range Bombers

Materials

Soldiers

Fuel

Freighters

Troop Transports

Issuing Commands

#1 Fleet

At sea, commands can be issued a maximum of six times per day. While at port, commands can be issued a maximum of once per day.

Other Fleet

At sea, commands cannot be issued; the computer controls each fleet. While at port, only one command may be issued per day. When ordering a fleet to leave port, you select the mission and target destination (ex. Attack enemy base at Truk).

When the #1 Fleet is at sea, press B to access the close-up map of the fleet. At port, press Button B to switch between fleet and base data. Commands may be issued from both displays.

Wide Map

At the main display, press A to change the screen to the wide map of the Pacific. You cannot access commands from this screen. At this screen, use the left and right arrows of the Control Pad to view controlled bases of both sides. View close-up maps of fleets with Button B.

Intelligence

Intelligence reports from fleets and bases will reach you through teletype messages when radio communication is in use. Typical reports will be: discovery of enemy fleets, base attack reports and the arrival of fleets at port.

Special Event Notices

Special event notices and requests are displayed between command turns and are explained below:

- Pleas from citizens for labor compensation or an increase in food rations
  Rejecting their requests will decrease their Friendliness towards you. Low Friendliness will result in guerrilla attacks. Accepting their requests will raise support, but decrease the military strength of the base.
- Technology and weapon requests from Allied and Neutral lands
  Rejecting their requests will lower Friendliness. Accepting requests will raise Friendliness and lower your supply of the particular item. When your #1 Fleet is at the Home Port, you respond to the requests. When you're out at sea, the government will respond.
- Historical events, such as declarations of war
- Reports of new weapon developments
- Reports on friendly or enemy special force operations

EXAMPLE PLAY

Scenario 1 (Negotiations Breakdown)

This example play will walk you through general game tactics.

NOTE: See **Controller** for game control info.

SET-UP

- Start New Game
- Select Scenario 1 Negotiations Breakdown
- Select a 1-player game
- Command Allied forces
- Input a message wait time of 5
- [illegible]
- Command Allied forces
- Select 0 level of difficulty
- Confirm set up
- [illegible] **Controller** [illegible] **Key to Quick Play** [illegible] mum of 99
- Attend the Military Conference

[illegible] **Don't make proposal** [illegible] Read the details of the selected plan and **Approve** it

TIP: An officer gains an experience point by attending a conference

- Supply Your Fleets

[illegible] **PORT Supply** [illegible] **Supplying Your Fleets** under **Key to Quick Play** Do [illegible]

NOTE [illegible]

[illegible] ports. Supply all fleets as you did the first time

- Rest Until Fleets are Supplied

[illegible] **REST Resupply** [illegible] ing have been completed, a fleet is ready to leave port

- Depart From Port

[illegible] **PORT Depart** [illegible] **Other** [illegible] that its mission was selected. Select a mission for other fleets at the [illegible] fleets at that port

NOTE [illegible] indicates Japanese control while blue indicates Allied control

Commanding the #1 Fleet

Select attack target

After all fleets other than the #1 Fleet have left port, select **PORT Depart** [illegible] **#1 Fleet** [illegible] **TACT Move** set its speed and direction. Adjust the number of times you issue commands at sea with the **REST** command. Speed and destina must be reset when the fleet reaches its target location.

[illegible] scout planes to warn you of enemy movements with **INT Scout** [illegible]

TACT Gun Attack

[illegible] screen. If enemy fleets are discovered, keep track of the fleet which made the discovery along with the coordinates of the sighting. Then launch an **Air Attack** against the enemy fleet, targeting the sighting coordinates.

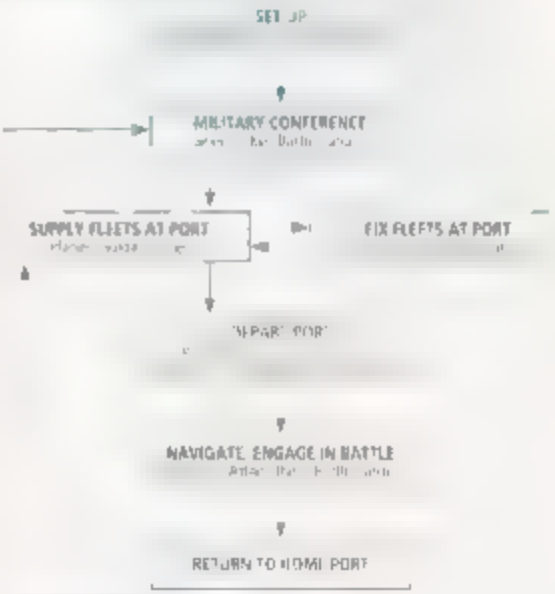
TIP: Direct your fleets to the 3 Key Battles set at the military conference.

[illegible] Fleet to the Home Port. Upon arrival, your fleet's degree of battle [illegible]

you to be dismissed and end the game. Favorable conditions allow you to continue the game.

Upon return to the Home Port, ships should be resupplied and damages should be repaired. A conference should be opened to select 3 new Key Battles. You may leave port and continue this process for as long as you outwit the enemy and fulfill missions.

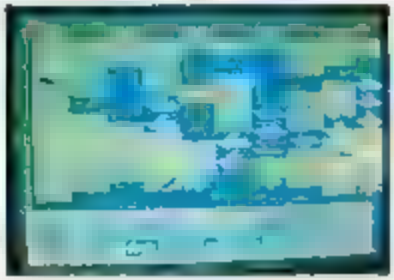
Game Flow Chart



BATTLE

BATTLE SCREEN OPERATIONS

The main screen will change to the battle screen a type of theater of war. You can initiate war in the tactics of **Sea Commands** with **Gun Attack**, **Air Attack** and **Landing**



1. Battle map
2. Turns remaining
3. Type of unit
4. Command summary

color depending on the weather

The battle screen appears in these situations

#1 Fleet becomes embroiled in battle
2) War erupts at the Home Port
3) Fleets battle at sea
4) Battle between base planes and a fleet
5. Base plane squadron attacks a fleet at port

Battle Flow

When all units of a side have executed its commands, the turn for that side is over

> TIP Attack first if possible the attacker always issues battle commands first

have been executed

> **NOTE** you will have no control over the fleet's battle tactics. Battles will begin shortly after starting the game in Scenarios 2-8. Since viewing of battles sometimes takes a long time, you may turn this function off at the **Options Menu** when not involved in battle

Battle Topography

Terrain		Defense	Comments
Sea			Only ships may move upon the sea
Air Strip			Resting site for land-based planes

Factories

Forest

Fuel Tanks

Harbor

Plains

River Shallows

Swamp

Town

Village

Woods

or soldiers

damage enemy

Planes
other units

Battle Units

WARSHIPS

Electronics abilities are all greater than 80

	Japan	Allies	Comments
Fleet Aircraft Carrier CV			
Light Aircraft Carrier CVL			
Dreadnought Battleship DBB			
Battleship BB			
Cruiser C			
Destroyer DD			
Submarine SUB			

Fleet and Light Aircraft Carriers. [illegible] Fighter and Bomber. Set your [illegible] these carriers case of an attack

[illegible] replace Bombers

Battleships [illegible] cation you can load Rockets

Cruisers and Destroyers [illegible] ally capable of moving 2 hex spaces during battle

Submarines [illegible] Destroyers and other Submarines

NOTE [illegible] modification abilities

Warship Attack Methods

GUN [illegible] attack options

GUN (Gun Attack

[illegible] and anti-air attack abilities of the enemy

> TIP: Warships can't flee the battle area in the presence of enemy Submarines or air squadrons.

TOR (Torpedo

[illegible] your ships

DEP (Depth Charges

[illegible] your ships

RKT (Rocket [illegible] bases. Ships must be modified to load Rockets

LND (Soldier Invasion

[illegible] battle, you control the movements of the landing troops

Night Battles

[illegible] equipped can execute attacks just as if it were daytime

WARPLANES

[illegible] night

	Japan	Allies	Comments
Fighters			Four
Bombers			Four Bomb Tor

Fighters & Bombers			Gun, Bomb, Tor
Long-range Bombers			Gun Bomb Tor
Jet Fighters			

Fighters

Bombers or attack enemy Fighters. Machine gunfire is a fighter's

destroying anti-aircraft artillery.

Bombers

These planes have the ability to carry either bombs or torpedoes

only against warships.

Fighters & Bombers

When you load both Fighters and Bombers onto the same Aircraft Carrier, you'll be able to deploy them together. A graphic will show both planes on screen: the top number represents Fighters and the bottom Bombers. When sending out an escort for your fleet, the Fighters will leave and the Bombers will remain aboard.

Long-range Bombers Requires Aviation Skill > 80

ences. Distant bases can be bombed with these planes. Since these

the Player.

Jet Fighters Requires Aviation Skill > 80

Aircraft Carrier must be modified to transport Jet Fighters.

WARPLANE ATTACK METHODS

GUN is the default method of attack (ATT). Press to choose between attack options.

Machine Guns: GUN

All Fighters and Bombers have machine guns. A GUN attack is effective against other planes and soldiers. The hit accuracy is determined by the Aviation skill level, fleet Morale and weather conditions. Attack force increases with the number of planes.

Bombs: BMB

Bombs can be loaded onto all Bombers. They are effective at destroying base facilities and can also be used against warships.

Torpedoes: TOR

Torpedoes can be loaded onto all Bombers. They are an effective weapon only against warships.

BASE ARMAMENTS

Armory

appear in relation to the base arms level. 10 is the maximum arms level for each armory. For example, if the arms level for a base is 10, there is 1 armory of guns. If the arms level is 30, there are 3 armories.

your firing range will be the same during day or nigh

Mines

Explosive sea device which may be strategically placed around your base to damage approaching enemy fleets. The locations may be changed at any command turn. To get a display of all mines, select **PORT Show Mines**

cause damage when hit.

Mine

Soldiers

Soldiers either for the invasion or defense of a base. Soldier attack

A base

Japanese Soldier

Allied Soldier

Transport Ships

Transports have no attacking ability and can easily be sunk

Allied Freighter

Allied Transport

Conditions for Occupation of Base

soldiers will try to build up endurance before the next day

transfer to the victor as war spoils

PORT COMMANDS

Most commands can be issued only once per day

times. Use of this type of command will not use up a turn.

PORT

Supply

plied. Press Button B at the fleet display to execute the supply.

> TIP: A high fuel sufficiency is essential for traveling long distances over the ocean. Try to set this value to its maximum.

be put on all ships except for Destroyers and Submarines.

Shore Leave

to port for Shore Leave immediately.

Depart

Exit a fleet from port.

#1 Fleet Once the #1 Fleet leaves port, you can issue Sea Commands every 4 hours.

Other for each one. You cannot issue commands to these fleets until they reach a port; however, you can change a fleet's mission during the #1 Fleet command turn. See command **ORD-Fleet-Duty**.

Red Alert
Emergency call to soldiers on leave. Shore Leave is canceled and so-
they took Shore Leave

Lay Mines
Position mines in the water near your base. Only one mine may be placed at a time. 2 containers of material are needed for each mine. A mine has a 50% chance of exploding when hit.

Remove Mines
me

*** Show Mines**
Check the position of all mines. The base will appear with all placed mines displayed.

REST
Pass your turn. You may also cancel rest orders for any fleets at port.

One Day	Let one day pass without doing anything
Resupply	Let time pass until your ships are supplied
Repair	
Set Days	Set number of days (1-30) that your fleet will rest
End	Cancel any rest orders for a fleet

FIX
Urgent Repair
Make emergency repairs to a warship. Materials are taken from the
Resource supply. Select the warship to be prepared and a warship capability to be fixed. A repaired capability will be raised by 5.
is capable of repairs, select **ORD-Base**.

NOTE: A warship has four abilities: anti-fleet, anti-air, armor rating and speed. Urgent Repair may fix one of these abilities while Total Repair will fix all of them.

Total Repair (only at Home Port)
ORD-Arrange-

Discharge
Data-

Ships-Under Repair
Radar

Modify Warship (only at Home Port)
be modified (see **ORD-Arrange-Discharge**).
Modifications possible:

Fleet Aircraft Carrier (CV)	——> Battleship (BB)
Light Aircraft Carrier (CVL)	——> Cruiser (C)
Dreadnought Battleship (DBB)	——> Fleet Aircraft Carrier (CV)
Battleship (BB)	——> Fleet Aircraft Carrier (CV)
Cruiser (C)	——> Light Aircraft Carrier (CVL)

Modifications can take from 3-12 months. You determine modification time in one month intervals. Materials, Fuel and Industry power are
Industry power expended.

Build Warship
Construct a new warship to replace any ships sunk. You can name the new ship. Warships can be built only when ships have been sunk.

Select the type of [illegible] 24 months. Materials, [illegible] are expended. The earlier the finishing [illegible] expended.

Modify Fighter (only at Home Port)

Modify your Aircraft [illegible] each plane [illegible] on the number of Jet Fighters and the base Industry power.

Modify Rocket (only at Home Port)

Modify Air[illegible]

Modification for each Rocket requires 1 container of materials.

[illegible] number of Rockets and your land's Industry level.

ORD (Orders)

*** Fleet**

View [illegible] mand directives. Select a specific fleet for each order.

Place View fleet locations on the wide map.

Rept [illegible] fleets, only the reports may be viewed. You can access additional information with the #1 Fleet.

- **Map** Display the location on the wide map.
- **Verify** Choose sighting report locations to be displayed. Reports highlighted in red will be displayed.
- **Mark** Mark a sighting location for future reference.

Ships Display data for each warship.

Trans Display data on transport ships.

Duty Set or change the missions of the #2 #16 fleets while they're at sea.
Missions: Attack enemy base, Attack enemy fleet, Info search and Port call. Fleets assigned to an Info Search or Port Call mission will not make attacks against enemy fleets.

Mark Mark a location for future reference.

> [illegible] The repair icon will always be shown with [illegible]

Base

[illegible] supplying activities.

***Place** View a base location on the map.

***Rept** [illegible] #16 fleets, only reports may be viewed. You can access additional information with the #1 Fleet. The sub-commands are the same as those for **ORD-Fleet-Rept**.

Supply [illegible] supplying begins, the base cannot be supplied again until all previous supply orders have been finished. This rest period depends on the distance from the Home Port to the base being supplied. The maximum amount of fuel, materials and rockets which can be supplied depends on the number of transports assigned to the base. Plane and soldier supplies may not reach their destination when traveling in close-range of enemy lands.

***Mark** Mark a position on the wide map for future reference.

> TIP: Supplying outlyin[illegible] warships in the Pacific [illegible] **ORD-Base Supply**

Arrange

then the warships which you will rearrange

Formation at Port Change the formations of fleets at port. All five choices will appear when at the Home Port, but at all other ports only Join and Split will appear.

Join	Link two fleets together into one larger fleet
Split	Remove warships from a fleet to create a new fleet
New	Create a new fleet from warships in reserve
Discharge	Remove warships from a fleet and put them in reserve. Ships must be discharged for **Total Repair** and **Modify Warship**
Transport	Change the distribution of transport ships between two fleets

Formation at Sea Change the formation of fleets at sea.

Join	Link two fleets together into one larger fleet
Split	Remove warships from a fleet to create a new fleet
Scuttle	Sink a heavily damaged ship slowing your fleet

INFO

Radio Ban

order to elude enemy detection. During a radio ban, you cannot receive enemy scout reports and cannot issue orders to your #2-#16

matically with you having no control over commands.

Enemy Info

Gather information on enemy targets. High intelligence ability will increase the amount of information you receive.

Special Forces

all for a special forces report. Special forces can be sent into enemy lands under the **CONF** command. Reports on enemy base data and

increase the amount of information you receive.

Planes	Destroy enemy airstrip and airplanes
Artillery	Destroy armories and lower base arms level
Fuel	Set fuel supplies on fire
People	Disseminate propaganda to the citizens, lowering their Friendliness towards the base. Propaganda in the enemy Homeland will decrease Morale in that land and its Allies Friendliness

* Results

List the warships of both military forces, whether still in use or sunk

to 0.

* Report

the fleet summary.

* Show Fleet

ighted in red in the fleet summary will be shown.

* DATA

VIEWING THE DATA

tion displayed.

Nation

Nation resource data.

Officers

Officer data.

Allies

Data [illegible] Ship [illegible] Fleet [illegible] towards [illegible] and the Allies

Ships

Under Repair	Displays warships at the [illegible] Total Repairs. The ship's name, graphic and the repair time will be shown
Being Built	Displays those ships being built or undergoing modifications
In Reserve	Displays warships not assigned to any fleets

Base

[illegible] view the base's location on the wide map

> [illegible] **Control Pad**
> [illegible] in the DATA summaries for **Allies** and **Base**

Key Battle

[illegible] attack and reoccupy that base

Victory Goal

Victory conditions for your scenario

CONF

[illegible] The [illegible] you [illegible] is accepted [illegible] proposal can be [illegible]

Set Goals

Change or create a Key Battle [illegible] performance may prevent you from making a [illegible] must accept a land force proposal

Produce Arms

[illegible] produce [illegible] and [illegible] ships. One [illegible] Fighters [illegible] produced when you [illegible] the required skill levels

Internal

Industry	Use budget funds to increase Industry power. Industry will increase by 1 for each allocated fund
Propaganda	[illegible] military. The rise in Morale will increase the number of people entering the military and increase budget funds

Diplomacy

[illegible] delegates to Allied or Neutral lands [illegible]

Request Technology

[illegible] particular skill level will increase

Request Armament

[illegible] which armament you will receive

Propose Alliance

Conclude an alliance with a Neutral nation. Success will increase [illegible] low

Invite Envoy

[illegible] low

> **TIP:** Allies are important. Propose alliances with Neutral lands.

Base Policy

changes according to the orders issued

Soldiers
Recruit soldiers from the population. The number that may be recruited depends on population size and Friendliness.

Fuel
Seize fuel from the base. Decreases Friendliness.

Materials
Seize materials from the base. Decreases Friendliness.

Food Rations
Increase the food rations to the people. Food supply will decrease, but Friendliness will increase.

Compensation
for work instead of forced labor. Base endurance and armament levels will decrease and Friendliness will increase.

Base Skill

national strength.

Special Forces

INFO command, you can check on the activities of these forces.

MIL (Military Rule)

Base Policy **CONF**

PTO VOCABULARY

nation of Home Port and Homeland

Sea Commands

These are commands for the #1 Fleet after departing from port. There are six command turns per day: Midnight, 4 a.m., 8 a.m., Noon, 4 p.m. and 8 p.m.

* indicates that a command may be issued an unlimited number of times. Use of this type of command will not use up a turn.

TACT (Tactics)

Move
Navigate your fleets to specified destinations.

nation from the close-up map. A land mass cannot be between your present location and your destination.

Attacks are possible during movement. At the end of a battle, your fleet will be stationary.

Air Attack
Launch Fighters and Bombers from carriers to attack the enemy. Preparation time is needed to ready the planes. Bombs or torpedoes

Torpedoes are effective for attacks against enemy warships. After

of torpedoes will increase the time required. Fleet Morale, Fatigue, Aviation and Warship levels will also affect the time. Your fleet can continue to move while preparations are being made. Air strikes cannot be executed at night.

Gun Attack
Use warship artillery to attack an enemy target within range of the close-up map. Gun attacks need no preparation. Fighting escorts launched prior to gun attacks can assist in your attack.

Landing

Follow up an artillery [illegible] whose [illegible] will be affected by fleet Morale, Fatigue and Warship levels

Rocket Attack

[illegible] dent on Warship skill level

REST

[illegible] nation will be displayed. Rest lowers crew Fatigue

4 Hours	Pass one command turn
Arrival	Pass as much time needed in order to reach your destination
Tomorrow	Pass your turns until 8 a.m. the next morning
Cancel	Cancel a rest command for any fleet at base

INT

Scout

[illegible] hinder chances of detecting the enemy

Escort

[illegible]

*Report

[illegible] this data on the map, you may also see **ORD-Fleet-Rept**

Map	View location of your fleets on close-up map
Confm	Location of selected sighting will [illegible] confirmation
Mark	Mark a sighting location for future reference

ORD, INFO, DATA

[illegible] **Port Commands**

MISC (Miscellaneous)

Set Up

[illegible]

[illegible]	For Chase
[illegible]	[illegible]

Training

[illegible] Fatigue of the crew. A low fuel level and high Fatigue will prevent training

Banquet

[illegible] Morale and [illegible] maximum of 10. Each banquet will rest the fleet for one day

[illegible]

[illegible] Fleet returns in you [illegible] Commander is failed

Battle Commands

Direct battle orders for your #1 Fleet. Exception: You cannot control

han on radio communication

* ndicates that a command may be issued an unlimited number of times. Use of this type of command will not use up a turn.

TIP: Press /R buttons to hide the battle commands. Press /R again and you may scroll through the entire battle area.

MOVE

Maneuver your fleet. Most warships can only move 1 hex. However, Destroyers with a maximum speed above 30 knots and others with a maximum speed above 36 knots can move 2 hexes. You can view a

NF

can move only 1 hex, even those which can usually move 2 spaces

executed after moving. See **ATT** (Attack) below.

ATT (Attack)

Warships is gun attack. For Cruisers and Destroyers, torpedoes and

your ship as well as in other highlighted areas.

* INF (Information)

and Transports have the ability to participate in a landing invasion.

LND (Landing Invasion)

TACT-Landing

INF

with the **FLE** command.

ORD-

Base for this information.

EXT (Extinguish)

of the crew.

SNR (Sonar)

your Electronics skill. Upon discovery, the submarine's graphic will appear.

FLE (Flee)

Command a warship to flee from battle. A warship must reach the

enemy planes, Submarines or when an enemy ship is in an adjoining battle space. A damaged ship will have difficulty trying to escape.

DEL (Delegates)

method the computer should use against the enemy. Once this com

new method must be selected.

VIEWING THE DATA

OFFICER DATA

Officer [illegible] ences [illegible] ability is 99. View officer data through **DATA-Officers**

Name Officer's name. For Scenarios 1 and 2, there are 20 officers for each side. For other scenarios, the number of officers will vary.

Sea [illegible] accuracy for gun attacks and improve fire extinguishing efforts.

Air [illegible] increase hit accuracy for air attacks.

War [illegible] most successful in making proposals at military conferences.

Brv (Bravery)
Courage under battle conditions. A high level will make it unlikely that an officer will flee from the battle area.

Exp (Experience)
Military experience. This level will raise one point each time an officer is sent to a conference, given command of a fleet, or participates in a battle. A high level will increase the overall abilities of an officer.

Duty The fleet which an officer commands.

NATION DATA

Data on the military strength [illegible] use **DATA-Nation** [illegible] information.

Mor (Morale)
[illegible] High Morale [illegible]

[illegible] each month [illegible] the amount of time needed for repairs.

[illegible] will decrease.

Ind (Industry)
[illegible] your Homeland are attacked.

Abilities
[illegible] fferent skills.

Int (Intelligence): Ability to spy and gather information on the [illegible] High Intelligence will increase your detection of enemy forces.

Art [illegible] This skill will affect the artillery attack strength of newly built or repaired warships.

Ste [illegible] ships.

Eng (Engine): Ability to create the machinery to propel your war [illegible] torpedoes.

Air [illegible] A high level will enable the development of Long-range Bombers and Jet Fighters.

Elct (Electronics) Ability to use electronics for military purposes

evel will enable Search and Gunnery Radar to be developed

Military Resources

T

at the port of any base and are stockpiled at the Home Port

Fuel

Amount of fuel available to the military. 'Fuel' takes on the broad

and oil products to fuel warships and planes

plying newly built ships. Occupying a base with oil extracting operations will increase your fuel supply each month

Materials

ore, your material supply will increase each month

Soldiers

Soldiers for the invasion and defense of a base. Soldiers at base will act as base defenders, and those on warships will act as landing invasion

duty each month

Budget

Amount of funds available to the military budget each month. These

ment of skills. Budget funds will increase each month as a result of

a high industrial level

BASE DATA

ORD-Base

th L/R Buttons

Base: Name of military base

Post: Side who controls the base. 'J' is for Japan and 'A' is for the Allies

Iron:

national resource supply

Oil:

national fuel supply will increase

Ind

al level, your budget funds will increase

R&S

execute emergency repairs

Supply ability

Repair ability

Frnd

Base Policy in M-L

EnMn Enemy Men [illegible] base will fall into enemy hands

Pop Population [illegible] the number of people [illegible]

End [illegible] **Base Policy**

M L When both the endurance level and number of soldiers reaches [illegible] age, a base will fall into new hands

A [illegible]

Arms [illegible]

[illegible]

NOTE

Base has enemy scout reports

Home Port base

Base Resources

Resources include Soldiers, Materials [illegible] **ORD-Base** selection of a base and then **Supply** [illegible] items from the National Resources stockpiled at the Home Port

Mtrl (Materials): Supply of materials. Maximum 9,999
Materials may be used to build up endurance and [illegible] are used in executing repairs

Sldr (Soldiers): Battalions of soldiers. If the base is attacked, these [illegible] are kept in reserve

Fuel: Supply of fuel and food. Maximum 300,000
Fuel is expended when supplying warships and land-based [illegible] increased and when fuel tanks are attacked or sabotaged

Base Transports

[illegible] ports

Tntp [illegible] transfer to bases

Frgt [illegible] rials are transported on Freighters. Each Freighter may hold a maximum of 4000 barrels of Fuel and 10 containers of Materials

Days [illegible]
During this time, no resupplying can be done

Military Strength

[illegible] Home Port will strengthen base military strength

[illegible]

FLEET DATA

A [illegible] will be displayed for either the [illegible] Fleets [illegible] port [illegible] Use **ORD-Fleet** [illegible] levels and the Fleet [illegible] Commander name [illegible] other [illegible] to view a fleet [illegible] present [illegible] and [illegible] a fleet [illegible] See **Main Screen Operations** [illegible] explanation of other icons

Flagship Flag [illegible] the fleet. The Flagship [illegible] will be displayed. The Fleet [illegible] is sunk, crew Morale will decrease dramatically

Position Pos [illegible] in the northwest and (3839-1919) in the southeast

[illegible]

[illegible]

Speed Spd [illegible] ment of an entire fleet down to a maximum of 20 knots. Fleet [illegible] faster rate

Fuel [illegible] However, it is possible for you to drift with currents

Fighters
Bombers
Scouts
Soldiers

Displays how many of these war resources are boarded on the warships for future battles

Morale [illegible] happiness and support towards the war effort. Maximum is 99

[illegible] the sinking of an enemy Flagship and occupa- [illegible] Morale increases [illegible] accuracy and [illegible] prepare [illegible] Morale will [illegible] sinking of your Flagship [illegible] Fatigue [illegible] your Homeland bases

Crew Morale

Fatigue [illegible] fectively destroyed

[illegible] will lower [illegible] well

Crew Fatigue

Transports [illegible] A fleet with transports will not be able to travel faster than 20 knots

Other [illegible] viewing a fleet summary

[illegible]

[illegible]

Shore [illegible]

Scout Report

Epidemic Outbreak

WARSHIP DATA

[illegible] **ORD-Fleet** [illegible] then **Ships**

Class [illegible] **WARSHIPS** more information

Name: Name of warship

Post: Fleet number to which the warship is assigned. Warships are arranged into any of the #1 #16 fleets. If a ship is not assigned to a fleet, nothing is displayed

■ Warship Condition

Measures warship ability to fight in battles. Attacks will worsen this ability, but repairs and modifications will restore a ship

Anti-ship: Attack strength against enemy fleets

Anti-air: Attack strength against enemy planes

Fort [illegible] reaches 0, the ship is sunk

Spd [illegible] cause the movement of its fleet to come to a halt. A ship with 0 s[illegible] should be separated from the rest of the fleet in order to allow the [illegible] to move

■ Cargo

Items loaded on the ships

Load: [illegible] carriers can hold Fighters, Bombers, Rockets and Scouts. Battleships and Cruisers may hold only Scouts or Rockets and new-type Submarines may hold only Scouts

Fgtr [illegible] carrier is modified [illegible] Fighters will be added to other Fighters already boarded

Bmbr [illegible] Aircraft Carriers, Battleships or Cruisers, you can load Rockets. An [illegible] Bombers

Scout [illegible] Rockets will no longer be able to hold Scout planes

Sidr [illegible] classes except for Destroyers and Submarines

Arm [illegible] must be made

[illegible] Warship modified for Jet Fighters

[illegible] Warship modified for Rockets

[illegible] Warship modified for both Jet Fighters and Rockets

■ Crew Abilities

[illegible] the operations of the ship are in the hands of the crew, it is important for them to be trained. This includes the navigators, engine room operators, naval men and the carrier plane pilots. Any newly built [illegible] ship will have a 0 Ship and a 0 Fly skill level

Ship: Ability to fire warship artillery and extinguish ship fires. Maximum is 99. Ship skill will increase depending on warship battle experience and training. Repairs or modifications will lower this skill as the crew will be less familiar with new equipment

Fly: Ability to execute plane attacks. Maximum is 99. Fly skill will [illegible] of new planes will lower this ability

Luck: Luck of your crew and warship. Good luck will decrease your chances of being hit while bad luck will increase your chances of getting hit

■ **New Armament Icon**

Rdr [illegible] Radar. Total Repair must be done

Seek [illegible] with Gunnery Radar. Total Repair must be done

■ **Transport Ship Data**

[illegible] **ORD-Fleet** [illegible] **Trans**

Type: Indicates whether the transport is a Troop Transport or Freighter

Soldier: Soldier battalions boarded on a Troop Transport. Maximum is 10 battalions

Fuel: [illegible] for a Troop Transport and 6,000 barrels for a Freighter

DATA FOR OTHER LANDS

[illegible] **DATA**

Allies: You can view the information on the 13 nations besides Japan and the Allies (United States). The 13 nations included are: Germany, Italy; England, France; Holland; China, Australia, Thailand, India [illegible] are considered part of the Allied force in P.T.O.

Ally:
View a nation's wartime alignment. A nation can either be allied with [illegible] with a country which is originally neutral

For Jpn, For Alls:
[illegible] you accept the requests and decrease when you refuse

Your [illegible]

[illegible]ations whose Friendliness towards you is low. High Friendliness will allow you to conclude an alliance with a Neutral land. Lower the [illegible]

Armaments and Skills

[illegible] and each nation's skill levels

PTO VOCABULARY

Base

[illegible] between bases and the Home Port to maintain National and Base resource supplies. Occupation of enemy bases is essential to win the [illegible]

Budget

[illegible]ount of funds available for military investment each month. After [illegible] is at the start of the game

Flagship

[illegible]e warship from which commands are issued for a fleet. The Naval [illegible] If a Flagship sinks, Morale will fall drastically and the Fleet [illegible]mmander will die with the ship

Fleet

[illegible] have a maximum of 16 different fleets. A fleet consists of a maximum of 24 ships, 16 warships, 4 Troop Transports and 4 Freighters

Fleet Commander

[illegible] termined by the abilities of the Fleet Commander. The Fleet Commander always boards the Flagship

Homeland

Bases either part of Japan or the United States. Japanese Homeland [illegible] these areas is crucial to the Morale of your military.

Home Port

Main base for naval force. All Nation Resources are stockpiled here for [illegible] build new ships and complete a Total Repair. When the #1 Fleet is at the Home Port, military objectives can be decided upon at a Conference. If the enemy is able to occupy your Home Port, the new [illegible] remaining ports, the game will end with you being the vanquished party.

Key Battles

[illegible] naval forces of your side. The Player can select these targets from Scenario 1. Occupied bases have to be defended and enemy bases attacked and occupied. The Naval Commander will be given a success rating in fulfilling these goals after returning to the Home Port.

National Resources

[illegible] Transports. These resources are transferred to bases for the support of [illegible] supplying fleets at the Home Port. Each month, base Transports will [illegible]

Naval Commander

Highest ranking naval officer who is also Fleet Commander of the #1 Fleet. The Naval Commander issues commands to a maximum of 6 fleets, supply fleets at port, select battle targets and direct battle operations.

A Naval Commander success rating is computed from the time you leave the Home Port (See Key Battles). If this success rating is substantially low, you will be relieved of your duties and the game will end.

[illegible] game will end.

Officers

[illegible] each officer's ability.

STRATEGY HINTS

Running Out of Fuel

[illegible]

ORD Fleet [illegible]

Info Search [illegible]

ORD Arrange Formation at Sea Join [illegible] and fuel will be divided between all ships.

[illegible] ure the rescue fleet has a large amount of fuel when [illegible]

WARNING: A 0% fuel level and a Fatigue of 99 will destroy the fleet.

Fleet Can't Move

[illegible] rems are finished, fleets with sufficient fuel will be able to move. In [illegible]

fleet and depart without them. This can be done only at the Home Port through **ORD-Arrange-Formation at Port-Discharge**.

Epidemic Outbreak

An epidemic is a rare occurrence, but it can dramatically affect warships. Any fleet inflicted with an epidemic will see Morale fall and Fatigue rise significantly. An epidemic is much more likely to appear after traveling through southern tropical areas.

Immediately upon an outbreak, move the affected fleet towards the nearest port. At port, give the crew Shore Leave. The base population will be exposed to the disease and soldier strength will decrease. The epidemic icon will disappear after one day, but affected individuals will need many more days of rest to fully recover from the sickness.

DESIGNER NOTES

P.T.O. is a collaborative effort between our Japanese and American development teams. It was originally designed in Japan under the name *Teitoku no Ketsudan*. New developments show a refinement in graphics, layout and ease of play.

Our goal was to create a comprehensive WWII strategy game from the perspective of a Naval Commander. The result is a realistic simulation of the Island battles in the Pacific.

P.T.O. is loaded with information: a map covering the entire Pacific, 50 accurate bases and over 250 historical warships in 7 classes. Player responsibilities include: budget allocation; command of air, land and sea battles; and administration over conquered lands.

Legal considerations necessitated the replacement of historical officer names with fictitious names. However, within the game it is possible to change every officer's name on your side to your preference.

The Pacific War had far-reaching effects upon the people and countries of the world. To maintain an objective view, we encourage additional reading to fully understand the complexities of this time period.

Koei Development Team

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